AMENDMENTS TO THE SPECIFICATION

Please amend the specification as follows, with paragraph numbers being referenced from published application number 1005/0097614 A1:

[0073] Thus, a method of storing digital video content to facilitate trick play, the content comprising intra-coded frames of video and inter-coded frames of video, consistent with certain embodiments, involves: storing the inter-coded and the intra-coded frames of the content in a first file; storing a duplicate of the intra-coded ~~inter-coded~~ frames of the content in a second file; storing a set of forward indices that relates the intra coded frames with the inter-coded frames in a forward direction such that playback of the second file in the order of the forward indices simulates a fast-forward playback; and storing a set of reverse indices that relates the intra-coded frames with the inter-coded frames in a reverse direction such that playback of the second file in the order of the reverse indices simulates a fast-reverse playback.

[0075] It is noted that although the arrangement of FIG. 3 provides substantial savings in storage space over the techniques currently in use, additional savings in storage space can be realized by the recognition that the information stored in the trick mode content file 220 is redundant to the I frames stored in the normal play content file 200. By spooling normal play content from both files, an additional savings of up to approximately 21% can be realized as depicted in FIG. 5. In this illustration, all I-frame data ~~(inter-coded data)~~ (intra-coded data) are stored in the trick mode content file 320, and supplemental normal play content (~~intra-coded~~ inter-coded data, B and P frame data) is stored in the normal play content file 300. The bidirectional indices concept is extended for even further storage economy in this embodiment. If one recognizes that the normal mode playback file contains a duplication of the same I-frames played in "trick" modes, a dynamic architecture can be created to remove any redundant I-frame content from the normal mode playback file. During normal playback, the two files are "blended" (normal play and "trick" modes), while only the I-frame sequences in the "trick" mode file are accessed during fast forward, fast reverse (rewind), etc.

[0085] A process 330 for playback of content using the arrangement depicted in FIG. 5 is shown in FIG. 6 starting at 332. At 334, intra-coded frames are stored in a first file 320 ~~(300)~~. At 336, inter-coded frames are stored in a second file 300 ~~(320)~~. At 338 one or more index tables are created and stored that relate the first file to the second file. In this example, a single index table is depicted. When a subscriber initiates a playback at 342, a determination of playback mode is made at 344. If a normal playback mode has been invoked at 344, intra-coded frames from the first file and inter-coded frames from the second file are retrieved at 348 and assembled in forward sequence at 352 to produce full motion content. This content is then spooled to the output at 356 until the end is reached at 358 in which case the process stops at 360. If the end is not reached, control returns to 344 on a periodic or frequent basis to determine if a trick mode has been invoked by the subscriber.